

Street Smarttm Model 102S

SNK GAME MANUAL

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Revision 1

SNK WARRANTY POLICY

SNK Corporation of America (Seller) warrants to the original purchaser (Buyer) that the components listed below are free from defects in manufacturing and materials. The warranty period is 90 days, effective the date of original shipment from Seller's factory.

GAME CPU PCB(S).....	90 days
POWER SUPPLY SWITCHING REGULATOR	90 days
MONITOR ASSEMBLY	90 days

No other parts of Seller's product are covered by this warranty.

The Seller's sole responsibility shall be, at it's option, to repair or replace any warranted item found to be defective during the warranty period. The Buyer's responsibility shall be to notify the Seller of the defective material, and return it, freight pre-paid, to the place specified by the Seller.

Seller is not responsible for the cost of unauthorized repairs, loss of income, or any charges or losses incurred as a result of the use of this product. Seller does not warrant the suitability of it's product for a particular application.

This warranty is not applicable for normal wear and tear. This warranty shall be void if inspection of the returned product indicates defect was caused by misuse, or if unauthorized repairs were attempted, or if the item was damaged due to improper handling, shipping, or customer negligence.

1. GENERAL INFORMATION

a. Installation.

The Street Smart game is fully assembled and ready for operation. After un-crating your game, you should check it out thoroughly to ensure all is well. You will also need to install the four (4) leg levelers found in the cashbox into the floor of the cabinet. These should be screwed all the way up into the recess in the bottom of the cabinet until the game is placed in it's intended location to protect them from damage.

Remove the rear access door and check that all of the major assemblies are securely mounted and nothing has been damaged during shipment. Retrieve the AC power cord and plug into a suitable grounded outlet. Turn on the game via the Main Power switch located at the top of the cabinet.

Wait 20 to 30 seconds for the monitor to warm up, the screen should be displaying the power-up self test screen and then automatically go to the Game Attract Mode. Coin up the game and test all of the control functions, sound effects, and graphic displays. If this all checks out OK, you are ready for operation. Check the Dipswitch settings found on page 3 of this section, and follow the instructions given for setting the desired options to suit your location.

If you discover any problems at this point and feel that you need assistance, please contact your authorized distributor or SNK's Customer Service department at (408) 736-8844. We are available Monday through Friday, 8:00 a.m. to 5:00 p.m. (Pacific Time).

b. Where it's at.

Figure 1 indicates where the major parts of the game are located. The Sound Volume control can be accessed either through the Coin Entry Door, or by opening the Control Panel, or through the Rear Access Door. The PCB Set is securely mounted to the Left inside wall of the cabinet, and the Power Supply assembly is mounted directly to the floor of the game.

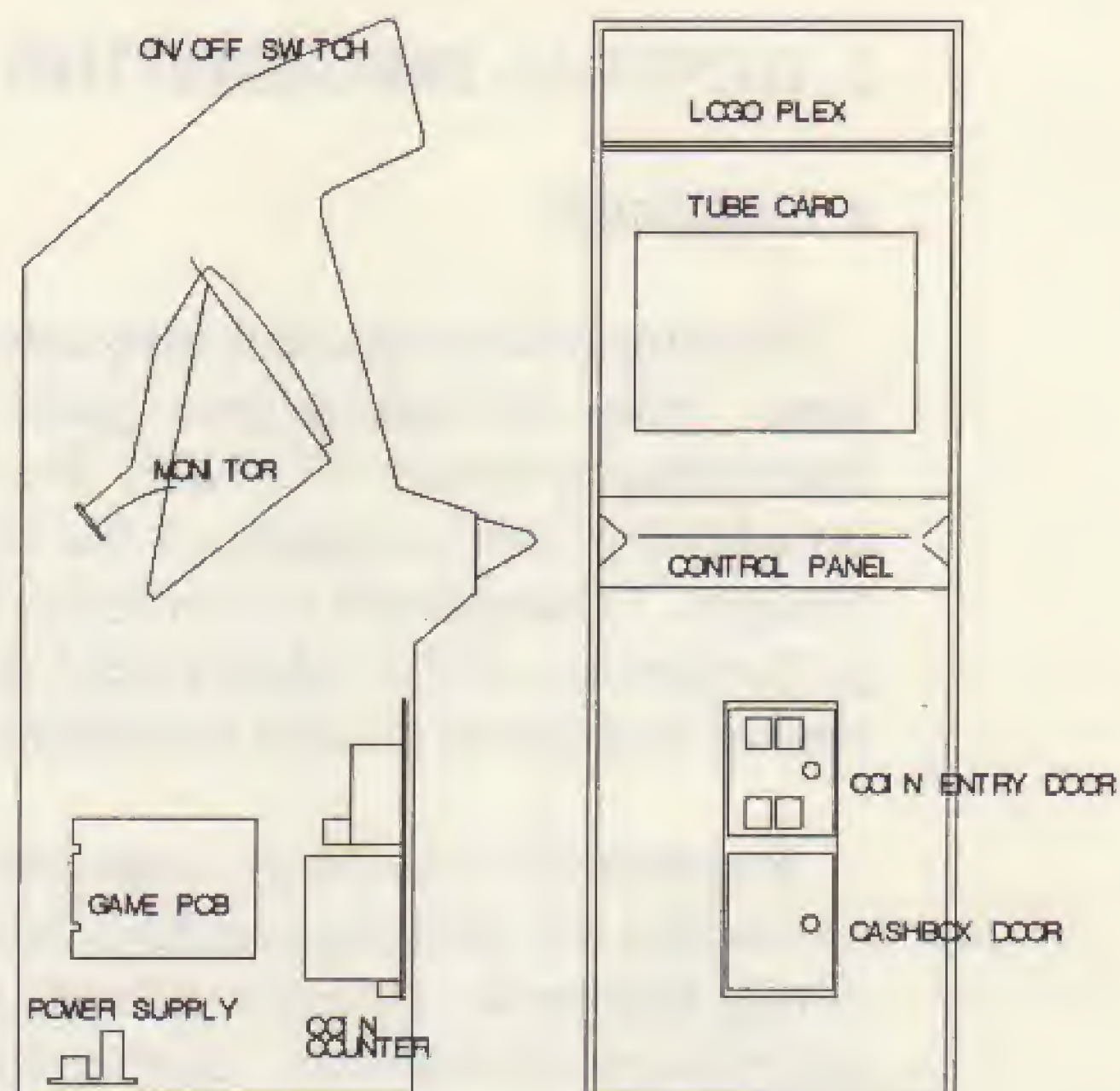


Figure 1

c. Sound Volume Control.

To access the Sound Volume Control, open the Coin Entry Door, locate the Potentiometer (Pot) on the Street Smart PCB Set (See Figure 2), and turn the Pot with your finger tips. Turn the Pot clock-wise to increase the sound volume, counter-clockwise to reduce the sound volume.

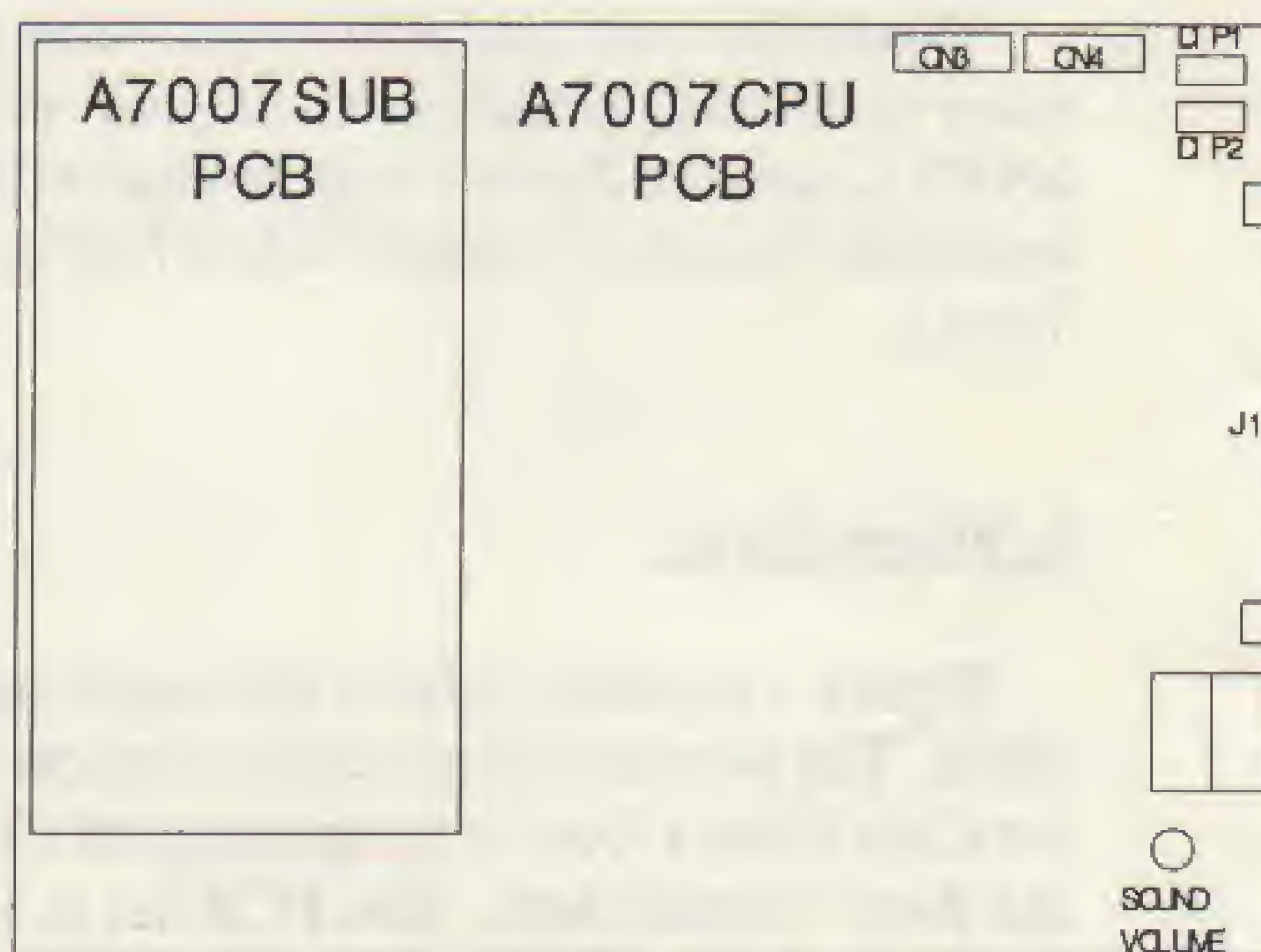


Figure 2

d. Dipswitch Options.

Various game play and pricing options can be altered via two (2) banks of Dip-Switches found on the Street Smart PCB set (see Figure 2). Reset power by turning the game off and then back on after adjusting game options to ensure the change was recognized by the game software. The available options are indicated below in the tables below.

DI PSW TCH 1		1	2	3	4	5	6	7	8
FLIP PICTURE	NORMAL	OFF							
	REVERSE	ON							
NOT USED	LEAVE OFF		OFF		OFF				
BONUS LIFE	2ND EXTEND ONLY			OFF					
	EVERY EXTEND			ON					
PLAY PRICING COIN 1 AND COIN 2	1COIN/ 1PLAY	(CONTINUE: 1COIN=1PLAY)				OFF	OFF		
	2COIN/ 1PLAY	(CONTINUE: 1COIN=1PLAY)				ON	OFF		
	1COIN/ 2PLAY	(CONTINUE: 1COIN=2PLAY)				OFF	ON		
	FREE PLAY					ON	ON		
NUMBER OF LIVES	TWO (2)							OFF	OFF
	ONE (1)							ON	OFF
	THREE (3)							OFF	ON
	FOUR (4)							ON	ON

DI PSW TCH 2		1	2	3	4	5	6	7	8
LEVEL OF DIFFICULTY	2 NORMAL	OFF	OFF						
	1 EASY	ON	OFF						
	3 HARD	OFF	ON						
	4 HARDEST	ON	ON						
ATTRACT MODE SOUND	YES			OFF	OFF				
	NO			ON	OFF				
NEVER FINISH				OFF	ON				
FREEZE SCREEN				ON	ON				
BONUS LIFE AWARDED AT:	200000/ 400000					OFF	OFF		
	400000/ 600000					ON	OFF		
	600000/ 800000					OFF	ON		
	NO BONUS					ON	ON		
CONTINUE MODE	YES							OFF	
	NO							ON	
NOT USED	LEAVE OFF								OFF

NOTES:

Notes section for recording observations and data during the game. This area is provided for your use to document the results of your observations and to record any additional information that may be relevant to the study.

Time	Location	Activity	Frequency
10:00	North	Walking	1
10:05	South	Walking	1
10:10	East	Walking	1
10:15	West	Walking	1
10:20	North	Walking	1
10:25	South	Walking	1
10:30	East	Walking	1
10:35	West	Walking	1
10:40	North	Walking	1
10:45	South	Walking	1
10:50	East	Walking	1
10:55	West	Walking	1
11:00	North	Walking	1
11:05	South	Walking	1
11:10	East	Walking	1
11:15	West	Walking	1
11:20	North	Walking	1
11:25	South	Walking	1
11:30	East	Walking	1
11:35	West	Walking	1
11:40	North	Walking	1
11:45	South	Walking	1
11:50	East	Walking	1
11:55	West	Walking	1
12:00	North	Walking	1

Time	Location	Activity	Frequency
12:05	South	Walking	1
12:10	East	Walking	1
12:15	West	Walking	1
12:20	North	Walking	1
12:25	South	Walking	1
12:30	East	Walking	1
12:35	West	Walking	1
12:40	North	Walking	1
12:45	South	Walking	1
12:50	East	Walking	1
12:55	West	Walking	1
13:00	North	Walking	1
13:05	South	Walking	1
13:10	East	Walking	1
13:15	West	Walking	1
13:20	North	Walking	1
13:25	South	Walking	1
13:30	East	Walking	1
13:35	West	Walking	1
13:40	North	Walking	1
13:45	South	Walking	1
13:50	East	Walking	1
13:55	West	Walking	1
14:00	North	Walking	1

2. TECHNICAL INFORMATION

a. Edge Connector Pin-out

The Street Smart game utilizes the JAMMA (Japanese Amusement Machine Manufacturers Association) standard 56 pin Edge Connector for all of the required DC power and I/O connections.

SOLDER SIDE				COMPONENT SIDE	
WIRE COLOR	FUNCTION	PIN NO.		FUNCTION	WIRE COLOR
BLACK	GROUND	A	1	GROUND	BLACK
BLACK	GROUND	B	2	GROUND	BLACK
RED	+5VDC	C	3	+5VDC	RED
RED	+5VDC	D	4	+5VDC	RED
WHITE	-5VDC	E	5	-5VDC	WHITE
YELLOW	+12VDC	F	6	+12VDC	YELLOW
	PROTECT	H	7	PROTECT	
BROWN	COUNTER2	J	8	COUNTER1	BROWN
		K	9		
BLACK	SPEAKER-	L	10	SPEAKER+	WHITE
		M	11		
GREEN	CRT GREEN	N	12	CRT RED	RED
GREY	CRT SYNC	P	13	CRT BLUE	BLUE
	SERVICE	R	14	CRT GND	BLACK
	TILT RST	S	15	TEST SW	
WHITE	COIN 2	T	16	COIN 1	WHITE
GRY/ WHT	START 2	U	17	START 1	GRY
VIO	2P UP	V	18	1P UP	VIO
BLU	2P DOWN	W	19	1P DOWN	BLU
GRN	2P LEFT	X	20	1P LEFT	GRN
YEL	2P RIGHT	Y	21	1P RIGHT	YEL
ORG	2P PUSH1	Z	22	1P PUSH1	ORG
RED	2P PUSH2	a	23	1P PUSH2	RED
BRN	2P PUSH3	b	24	1P PUSH3	BRN
		c	25		
		d	26		
BLACK	GROUND	e	27	GROUND	BLACK
BLACK	GROUND	f	28	GROUND	BLACK

b. Parts list.

The list below indicates the unique components used on this game. These are available from your authorized SNK distributor in the event replacement is ever required.

<u>ITEM</u>	<u>DESCRIPTION</u>
1.....	Cabinet assembly, empty, WSI 102S
2.....	Logo Plex, Street Smart
3.....	Tube Card, Street Smart
4.....	Side Decal, Right, Street Smart
5.....	Side Decal, Left, Street Smart
6.....	Coin Door assembly, CCI
7.....	Monitor assembly, W-G K7000
8.....	Power Supply assembly, 11amp
9.....	Control Panel assembly, Street Smart
10.....	Speaker, 4" Dia., 8 Ohm
11.....	Control Panel, Bare, Street Smart
12.....	Control Panel Overlay, Street Smart
13.....	Joystick, 8-way microswitch
14.....	Pushbutton, Micro, Red
15.....	Pushbutton, Micro, White
16.....	Pushbutton, Micro, Blue
17.....	Pushbutton, Micro, 1P
18.....	Pushbutton, Micro, 2P

Street Smarttm

CUSTOMER RESPONSE CARD

Thank you for purchasing this fine SNK game. As part of our efforts to provide timely and pertinent information to you, please complete the information card below and return it to SNK Corporation of America. We will place your firm on a mailing list so that you will receive all published technical information regarding this product.

Please include all comments, good or bad, so that we may better tailor our services and products to suit your needs.

CUSTOMER INFORMATION

COMPANY NAME:
ADDRESS:
CITY, STATE: ZIP:
TELEPHONE: (.....)
NAME OF CONTACT:

GAME INFORMATION

SERIAL NUMBER:
DATE RECEIVED:

COMMENTS.....
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Street Smart, Model 102S

SNK CORP

CUSTOMER SERVICE

TO: SNK CORP

FROM: SNK CORP

RE: SNK CORP

DATE: SNK CORP

TIME: SNK CORP

SNK CORPORATION OF AMERICA

246 SOBRANTE WAY

SUNNYVALE, CA. 94086

ATTN: COIN-OP CUSTOMER SERVICE

COIN-OP CUSTOMER SERVICE

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FCC INFORMATION

This product has been tested and found to comply with the requirements in Part 15 of FCC Rules for a Class A computing device, which provide for reasonable protection from radio frequency interference when the equipment is operated in a commercial environment. Operation of this equipment in a residential area may cause unacceptable interference of radio and television reception requiring the operator to take whatever steps are necessary to correct the interference.



ADDENDUM

DATE: August 10, 1989
TO: SNK Game Manual, Street Smart (Model 102S)
REASON: Error in Dipswitch table

There is an error in the Dipswitch table on page 3 of the Street Smart upright game manual. The information regarding Bonus Levels (Dipswitch 2, switches 5 and 6) is incorrect.

The actual bonus settings are as follows:

<u>DIPSWITCH 2</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>
BONUS LIFE	200K & 400K				OFF	OFF		
AWARDED AT:	400K & 600K				ON	OFF		
	600K & 800K				OFF	ON		
	NO BONUS				ON	ON		

Please note this change in your manual at your earliest convenience.